

PINBALL WIZARD

FOR COMMODORE 64

Superb, colourful fast-action graphics and sound give this game the feel of a real arcade pin-table. With five skill levels, realistic launch, flippers, bumpers, high-score, bonus scores and freeball features. Be a Wizard!

CP software



TO LOAD THE PROGRAM

For full loading instructions please refer to chapter 2 of the COMMODORE 64 user manual. For your convenience the procedure is summarised here:

1. Position the tape before the start of the program.
2. Press SHIFT and RUN/STOP together.
3. Press the PLAY key on the recorder.
4. After a few seconds the computer will respond with 'FOUND PINBALL'. Press the Commodore key (bottom left on the keyboard) to load the program.
5. While loading, the screen will turn black. The program takes approximately 5 minutes to load.

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TO PLAY PINBALL WIZARD

Use the following keys:

- | | |
|-------------------------------------|---------------------------------------|
| 1 - 5 | To select speed (1 is low) |
| Left & right SHIFT or COMMODORE Key | |
| and F7 | To operate left & right flippers |
| SPACE bar | To launch ball |
| RUN/STOP | To pause — press it again to continue |

The speed/skill level is selected by the key 1 - 5, 1 being the lowest. Use the SPACE BAR to launch the ball. Holding it down for longer before releasing will increase the launch speed. Use the left hand SHIFT key to operate the left flippers, and the right hand SHIFT key for the right flippers. RUN/STOP will halt the game without affecting play until it is pressed again to continue. The top score is initially set at random to below 10,000.

Hitting the targets marked HI will 'light' the bumpers, increasing their value, and LO will cancel the lights and decrease their value. Hitting the HI targets with the bumpers already lit will increase the value of the BONUS by at least 50 points. The BONUS can also be increased by hitting either of the central white rollover targets.

The BONUS is initially set to 50 and increased by 50 points at a time to a maximum of 1000, when after scoring, it resets to 50. The BONUS can be scored by hitting any of the rollover targets in the magenta areas or when the ball is lost down either side channel.

Hitting any of the rollover targets at the top of the board will light the letter above it. When all the letters are lit (spelling SAGITTARIAN) any of these targets subsequently hit will increase the BONUS by 50 points to a maximum value of FREEBALL instead of 1000. Score the BONUS as described to obtain the free ball, cancel the lights and reset the BONUS to 50 points. When ALL the letters are lit and the ball in play is lost, the letters will switch off although the BONUS, if set to FREEBALL, will remain so until scored. There are also a number of random features including repeat BONUS increment and repeat BONUS score.

By careful use of the flippers the ball can be manipulated to hit any of the desired targets and should it return down the launch tube it can be replayed as normal. With practice, scores over 20,000 can easily be achieved.

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